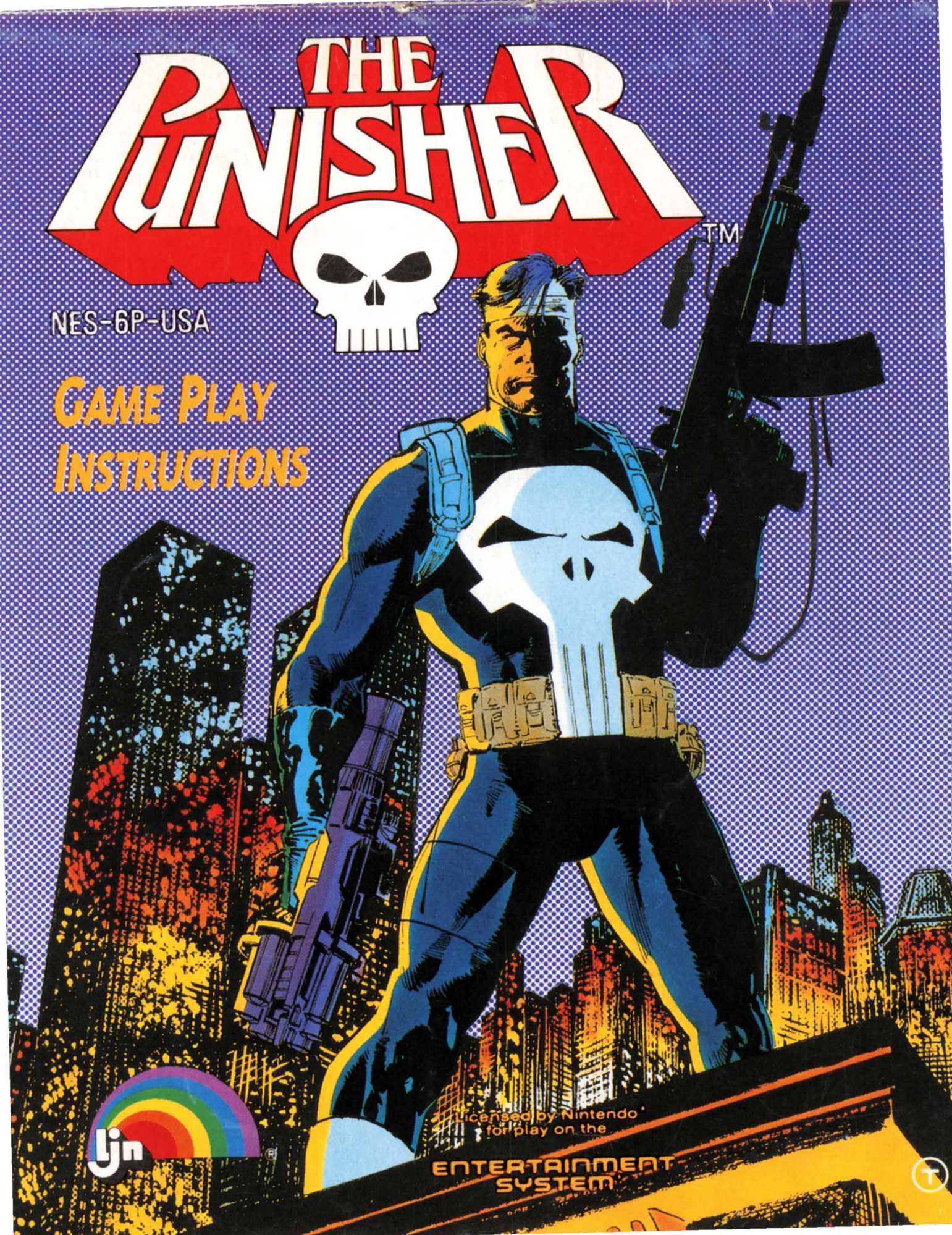
THE PUNISHER™

NES-6P-USA

GAME PLAY INSTRUCTIONS



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THANKS FOR CHOOSING THE PUNISHER™ BY LJN FOR THE NINTENDO ENTERTAINMENT SYSTEM®. PLEASE READ THIS ENTIRE MANUAL TO GET THE MOST ENJOYMENT OUT OF THE GAME.

SAFETY FIRST...

- Always make sure the power to your NES Control Deck is **TURNED OFF** before inserting or removing the GAME PAK.

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.

- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the GAME PAK in its protective case.

- Don't clean with benzene, paint thinner, alcohol or similar solvents.

- WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither LJN Ltd., Acclaim Entertainment nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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HERE'S THE STORY...

The Punisher wasn't always what he is today. There was a time when there wasn't any Punisher...there was only Frank Castle, an ex-Marine, police investigator and family man. One day however, his wife and children became the innocent victims of a "mob hit". Ever since that day Frank Castle has no longer existed...the Punisher has taken his place...and his sole purpose is to eliminate crime. The problem with the Punisher is that he sometimes goes too far. As he likes to say, "I hand out my own type of justice." Well, this hasn't made him many friends down at Police Headquarters. So the Punisher works alone.

Kingpin, the biggest of the big bosses (and the man behind "the hit") has made a major effort to take control of New York City. He and his underlings have "worked" their way into the Big Apple's strategic crime locations and are making life impossible for decent citizens. The police seem powerless to stop it...which leaves only one man to do the job...the Punisher.

Let's Get Started

You've got to fight your way past armies of Kingpin's flunkies and minor league bosses in order to get to the master of crime himself. Nobody is willing to help, so you've got to do it alone. Just you and your arsenal of some of the most sophisticated portable weaponry known to man.

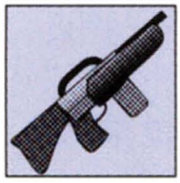
...but remember, while you're out hunting them...they're out hunting you!

You start off with a choice of three minor, yet still ruthless crime bosses to go after. Use the control pad arrows to position the crosshairs over the wanted poster and press the A button to select the criminal you want to go after first.

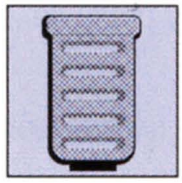
You will find yourself on a street somewhere in New York City armed with an Automatic Machine Pistol, 300 rounds of ammunition and 3 grenades. If you play your cards right, you will come across additional ammo, grenades and weapons upgrades as you progress through the streets during your mission. If you pick up the Automatic Assault

Rifle or the Surface-to-Surface Rocket Launcher, they will come with their own supply of shells. You can pick up additional shells for the Assault Rifle throughout the streets, but if you ever get down to zero, you will get the Machine Pistol back with the same number of rounds that you had before. The same is true when you use up your 3 shell for the Rocket Launcher. If your Machine Pistol runs out of ammo, it will only fire single rounds—you will never be left without firepower.

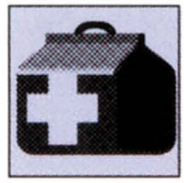
You start the game with a full energy gauge. You can increase the size of the gauge by picking up Kevlar Vests when you see them. (Remember, you pick up items by shooting them.) To restore lost energy, pick up the First Aid symbols. If your energy gauge reaches zero, you lose a life. Here is a complete list of pickups and bonus items scattered throughout the streets:



Assault Rifle



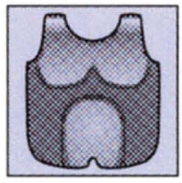
Extra Shells



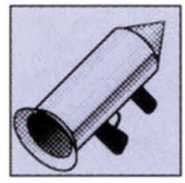
First Aid

Grenade

Extra Life



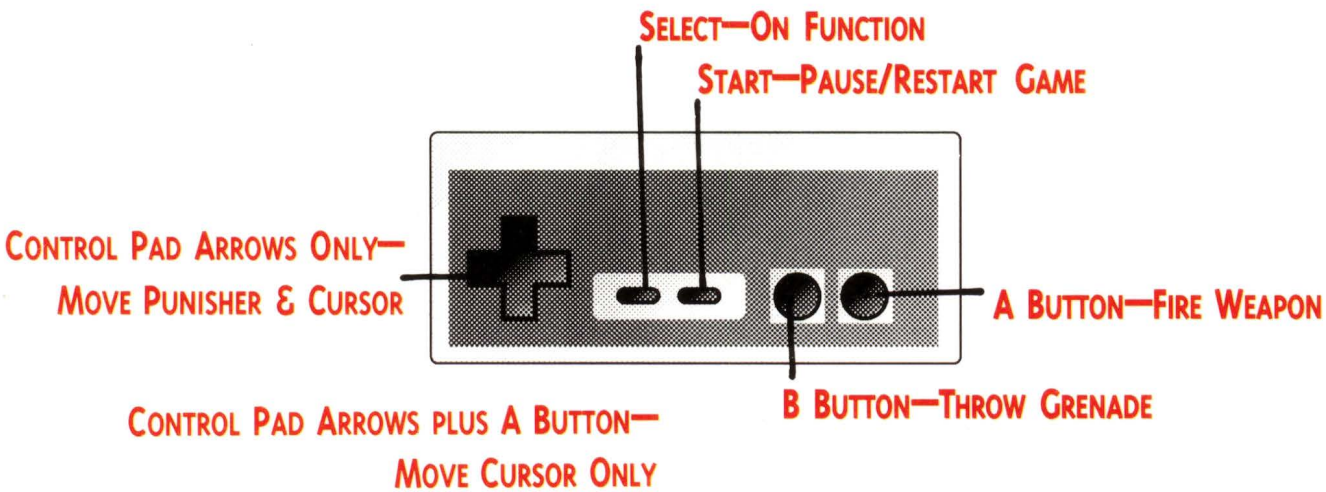
Kevlar Vest



Rocket Launcher

The background will automatically scroll from right to left, and you will be able to move from side-to-side by using the control pad arrows. Pressing the A Button will fire whatever weapon you're carrying. While you're firing, however, you won't be able to move. The crosshairs should be used to aim at your targets, but you will be standing still at this time. Press the B Button to throw a grenade.

You will be up against some pretty tough customers. They will come at you fast, often and at all angles. Some will pop out from around a corner, fire off a few rounds and then duck back. Others will stroll by as if they couldn't care less, then they will quickly turn and shoot. Try your best to get all of them, because if you don't, they'll probably get you.

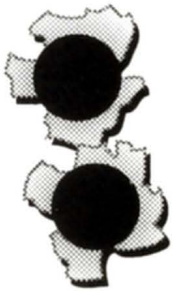


You will also come across some special situations that require more than just accurate shooting...sometimes you'll just have to "let it all fly" and strafe the background. Keep on your toes and use your head...making it all the way to Kingpin is no easy task.

Eventually, you'll be up against the end-level boss you selected. You'll have had to fight your way through a veritable army of his "soldiers" to get to this point, but once you're here, you'll be fighting one-on-one for all the marbles. These bosses prefer to fight up–close and will rush right up to you and start swinging. At this time, your crosshairs will disappear and you'll have to engage in hand-to-hand combat. You will have to punch and kick instead of shoot. Do this by using the control pad arrows in combination with the A or B buttons.

If you manage to defeat the end-level crime boss, you will find yourself back at the wanted poster wall, where you will have to choose a different "low-life creep" to go after. Because Kingpin is the most powerful of all of bosses (that's how he got his name), you won't be able to attempt to "put him down" until you eliminate all of the "small fry" first.

You will start each new mission with 5 grenades and 250 rounds of ammo.



Now for the Details...

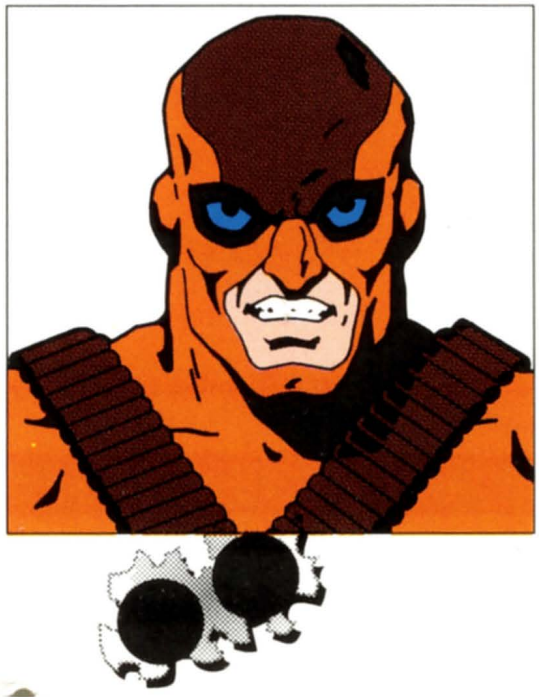
Here is a brief description of the 5 "lesser" bosses and of Kingpin as well. You should at least get to know them before you set out to "remove" them by using Punisher style justice.

Jigsaw has taken over Rykers Island Prison, which is located in the middle of the bay just east of New York City. It is from here that he runs his criminal empire. You've got to somehow cross from the docks, across the water and past hordes of armed guards, then into the prison itself to get to Jigsaw. He's certainly not going to be too happy to see you though...remember it was the Punisher who messed up Jigsaw's face and left him looking the way he does today. Here's a little hint: he wears a powered exoskeleton which allows him to withstand shots from machine guns.

COLONEL KLIEGG

Colonel Kliegg is the perfect example of what happens when the wrong people get the wrong type of military training. He is a former Marine who has gone a little nuts over the years. He continues, however, to be one of the Punisher's toughest foes. Colonel Kliegg is very adept at building weapons out of everyday objects, and enjoys hunting people down from within his heavily armored assault tank.

HITMAN



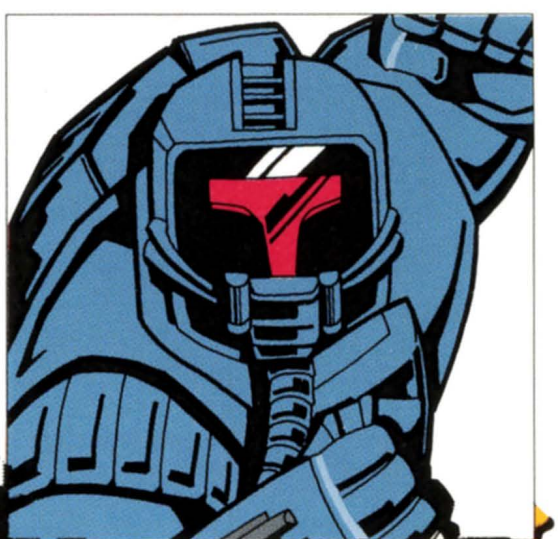
He might seem like easy prey flying around in his one-man, open cockpit helicopter...but guess again. From his airborne position, Hitman can "do you in" either with machine gun fire or by lobbing gas grenades down on your head. He is an extremely agile and well coordinated fellow, so you had better watch out and take him seriously.

SIJO

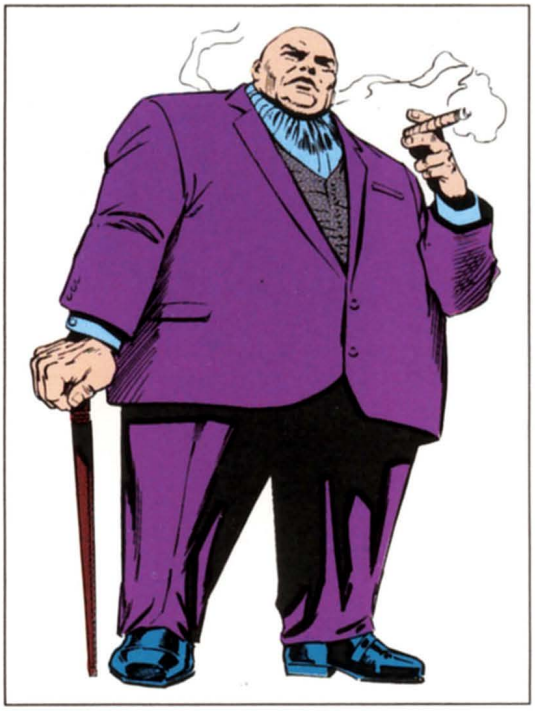
A very large and powerful Ninja, Sijo is also amazingly quick and agile. He wears protective body-armor which allows him to withstand machine gun fire and he also has the ability to deflect thrown objects with his swords. As with any Ninja, Sijo is an expert at hand-to-hand combat, but when he unleashes the power of his swords, he usually has the final word in any confrontation.

ASSASSIN

The Assassin, is a professional killer for hire. A genius in espionage and a master of disguise...the leader of a high-tech ring of highly trained hit men whose favorite weapons are firearms of all sorts and gas bombs.



THE KINGPIN



Considered the head of all criminal activity in New York City, the Kingpin is, and has always been the Punisher's primary target. Many people feel that if Kingpin can be eliminated, the lesser bosses will eventually "wipe each other out" in the battle to obtain power. It won't be an easy task though. You see Kingpin is a huge and extremely powerful character and his massive body can withstand the impact of bullets. This means you'll have to defeat him in hand-to-hand combat. Funny thing is...he's considered unbeatable.

You'll have to think fast and move even faster against Kingpin. It's been a long hard fight up to this point and you don't want to fail now...not when you're finally within reach of your goal. Remember, Kingpin is a disease...and diseases must be eliminated.

JUST A HINT OR TWO

As you move through the streets of the city, you will occasionally see a newspaper laying around. That paper is the Daily Bugle and it could be very helpful to you. If you shoot it when you see it on the street, a headline will be displayed for you to read. Pay close attention to these headlines...they could inform you of some special "news" that might lead you to the Kingpin or could possibly even save your life.

If you need additional time to read the headline, pause the game by pushing the Start button. Push Start again to resume playing.

As you're battling your way through the streets, stay alert and keep your eyes peeled. There are some special places such as subway station, manholes and locked doors that you might be able to enter. These may

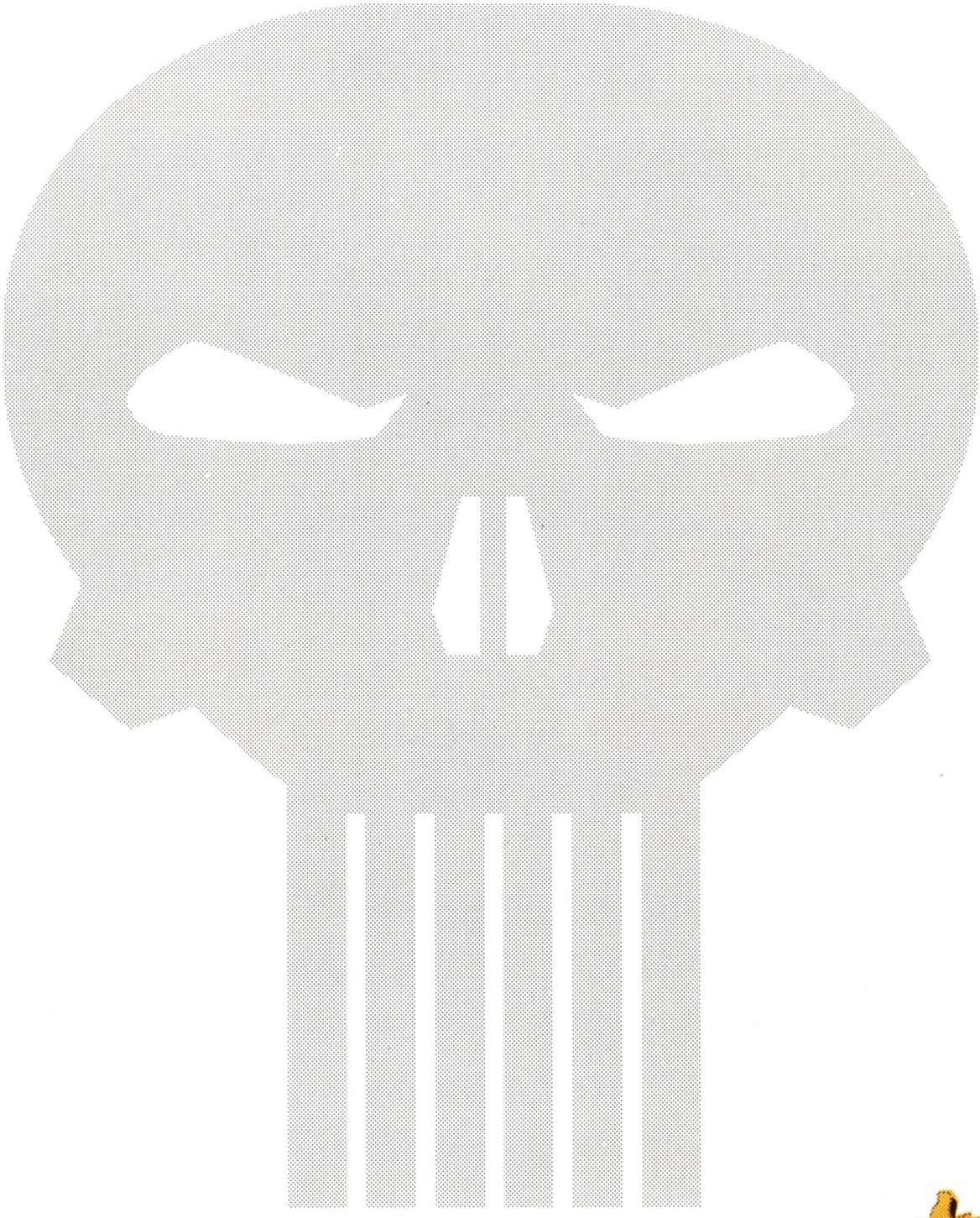
be just alternate paths that you can take or they might contain important pickups. They usually require very precise circumstances before they can be entered; for instance, you won't be able to enter the subway unless you've cleared the screen of all bad guys. Once the conditions are met, a special ENTER icon will appear pointing at the entrance. Shoot the icon to enter.

There is more than meets the eye in the backgrounds. There are many valuable items hidden in very unlikely places, so when you're not shooting the criminals on the street, shoot as much of the background as you can.

Just remember...the streets belong to the people, not the criminals. Criminals are filth. The Punisher is here to clean the filth off the streets.

And one more thing; even though your mission is to clean up the streets...there are still some innocent bystanders out there. Don't get careless with your gunfire or your energy level will suffer.

NOTES



COMPLIANCE WITH F.C.C. REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio/TV Interference Problems

This booklet is available from:

U.S. Government Printing Office
Washington, DC 20402
Stock No. 004-000-00345-4.

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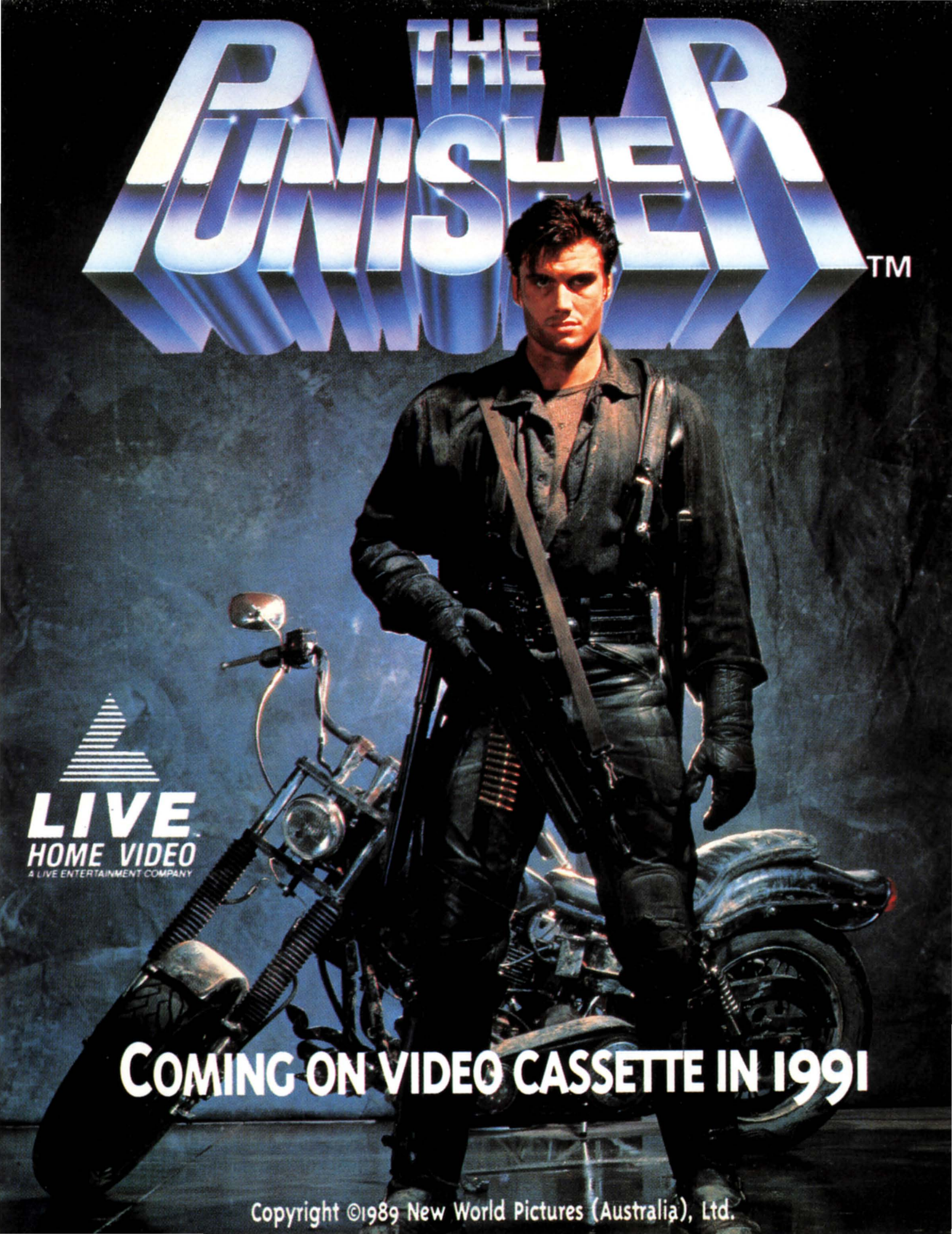
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